

## CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
  - 5 a card game being a modified version of Blackjack wherein a player plays a plurality of hands against at least one hand of a dealer;
  - a display device operable to display the card game to the player;
  - an input device; and
  - a computing device operable with the display device and the input
  - 10 device to:
    - (a) deal a plurality of cards to each of the player's hands, each of the cards in the player's hands having a value;
    - (b) deal a plurality of cards to the dealer's hand, one of the cards being dealt face up, each of the cards in the dealer's hand having a value;
    - 15 (c) determine a point value for each of the player's hands, the point value for each of the player's hands being based on the values of the cards in said player's hand;
    - (d) enable the player to input a single point value for determining when the point value of each of the player's hands satisfies a predefined
    - 20 relation to said single point value;
    - (e) deal one or more additional cards to each of the player's hands until the point value for each of the player's hands satisfies the predefined relation;
    - (f) determine a point value for the dealer's hand, said point value
    - 25 being based on the values of the cards in the dealer's hand;
    - (g) deal one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria; and
    - (h) determine which of the player's hands are winning hands.

2. The gaming device of Claim 1, wherein the predefined relation includes a condition of being equal to or greater than the single point value input by the player.

5 3. The gaming device of Claim 1, wherein the predefined relation includes a condition of being equal to the single point value input by the player.

4. The gaming device of Claim 1, wherein the predefined relation includes a condition of being greater than the single point value input by the  
10 player.

5. The gaming device of Claim 1, wherein, for each of the player's hands, the point value determined for said player's hand includes a sum of the values in said player's hand.  
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6. The gaming device of Claim 5, wherein the display device includes at least one image displaying, for each of the player's hands, the sum of the values in said player's hand.

20 7. The gaming device of Claim 1, wherein the point value of the dealer's hand includes a sum of the values in the dealer's hand.

8. The gaming device of Claim 7, wherein the predefined criteria includes criteria selected from the group consisting of criteria that causes the  
25 dealer's hand to be dealt additional cards until the point value of the dealer's hand is equal to or greater than seventeen, criteria that causes the dealer's hand to be dealt additional cards until the point value of the dealer's hand is equal to or greater than sixteen, and criteria that causes the dealer's hand to be dealt an additional card if the point value of the dealer's hand is a "soft"  
30 sixteen or less.

9. The gaming device of Claim 5, wherein the card game includes at least one Blackjack rule.

10. The gaming device of Claim 9, wherein the Blackjack rule includes a rule that permits one of the player's hand to be a winning hand only if the point value of the player's hand is less than or equal to twenty-one.

11. The gaming device of Claim 9, which includes a plurality of credits associated with the winning hand, the credits being awardable to the player.

12. The gaming device of Claim 9, wherein the computing device includes a computer instruction executable to enable the player to input a decision according to the Blackjack rule.

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13. The gaming device of Claim 12, wherein the decision includes a decision selected from the group consisting of a decision to double down, a decision to split a pair, a decision to take insurance and a decision to surrender.

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14. The gaming device of Claim 13, wherein the computing device includes a computer instruction executable to automatically apply the decision to each of the player's hands.

15. The gaming device of Claim 1, wherein the computing device includes a computer instruction executable to cause at least one of the cards dealt to one of the player's hands to be different from at least one of the cards dealt to another one of the player's hands.

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16. The gaming device of Claim 1, wherein the computing device includes a computer instruction executable to cause the cards dealt to the player's hands to be identical for each of said player's hands.

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17. The gaming device of Claim 1, wherein the computing device includes a computer instruction executable to cause a plurality of the cards to be dealt from a plurality of sets of one or more decks of playing cards that may or may not be identical.

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18. The gaming device of Claim 1, wherein the computing device includes a computer instruction executable to enable the player to select a quantity of hands to play against the dealer's hand.

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19. The gaming device of Claim 1, wherein the computing device includes a computer instruction executable to enable the player to select a wager to be placed on at least one of the player's hands.

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20. The gaming device of Claim 19, wherein the computing device includes a computer instruction executable to cause each of the player's hands to have an identical wager.

21. The gaming device of Claim 1, wherein the card game includes a plurality of hands for the dealer.

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22. A method for operating a gaming device having a card game being a modified version of Blackjack wherein a player plays a plurality of hands against at least one hand of a dealer, the method comprising:

- (a) providing a plurality of cards having values;
- 5 (b) dealing a plurality of the cards to each of the player's hands;
- (c) dealing a plurality of the cards to the dealer's hand so that one of the cards is dealt face up;
- (d) determining a point value for each of the player's hands,  
10 the point value for each of the player's hands based on the values of the cards in said player's hand;
- (e) enabling the player to input a single point value for determining when the point value of each of the player's hands satisfies a predefined relation to said single point value;
- 15 (f) dealing one or more additional cards to each of the player's hands until the point value for each of the player's hands satisfies the predefined relation;
- (g) determining a point value for the dealer's hand based on the values of the cards in the dealer's hand;
- 20 (h) dealing one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria; and
- (i) determining which of the player's hands are winning hands.

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23. The method of Claim 22, wherein dealing one or more additional cards to each of the player's hands until the point value for each of the player's hands satisfies the predefined relation includes dealing one or more additional cards to each of the player's hands until the point value for each of the player's  
30 hands is equal to or greater than the single point value input by the player.

24. The method of Claim 22, wherein dealing one or more additional cards to each of the player's hands until the point value for each of the player's hands satisfies the predefined relation includes dealing one or more additional cards to each of the player's hands until the point value for each of the player's hands is equal to the single point value input by the player.

25. The method of Claim 22, wherein dealing one or more additional cards to each of the player's hands until the point value for each of the player's hands satisfies the predefined relation includes dealing one or more additional cards to each of the player's hands until the point value for each of the player's hands is greater than the single point value input by the player.

26. The method of Claim 22, wherein determining a point value for each of the player's hands includes determining, for each of the player's hands, a sum of the values in said player's hand.

27. The method of Claim 26 which includes displaying, for each of the player's hands, the sum of the values in said player's hand.

28. The method of Claim 22, wherein determining a point value for the dealer's hand includes determining a sum of the values in the dealer's hand.

29. The method of Claim 28, wherein dealing one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria includes dealing one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria selected from the group consisting of criteria that causes the dealer's hand to be dealt additional cards until the point value of the dealer's hand is equal to or greater than seventeen, criteria that causes the dealer's hand to be dealt additional cards until the point value of the dealer's hand is equal to or greater than sixteen, and criteria that causes the dealer's hand to be dealt an additional card if the point value of the dealer's hand is a "soft" sixteen or less.

30. The method of Claim 26, which includes providing at least one Blackjack rule for the card game.

31. The method of Claim 30, which includes permitting one of the player's hands to be a winning hand only if the point value of said player's hand is less than or equal to twenty-one.

32. The method of Claim 30, which includes enabling the player to input a decision according to the Blackjack rule.

33. The method of Claim 32, wherein enabling the player to input a decision according to the Blackjack rule includes enabling the player to input a decision selected from the group consisting of a decision to double down, a decision to split a pair, a decision to take insurance and a decision to surrender.

34. The method of Claim 33, which includes automatically applying the decision to each of the player's hands.

35. The method of Claim 22, which includes providing a plurality of credits associated with the winning hand, the credits being awardable to the player.

5 36. The method of Claim 22, which includes causing at least one of the cards dealt to one of the player's hands to be different from at least one of the cards dealt to another one of the player's hands.

10 37. The method of Claim 22, which includes causing the cards dealt to the player's hands to be identical for each of said player's hands.

15 38. The method of Claim 22, which includes dealing a plurality of cards to each of the player's hands from a plurality of sets of one or more decks of playing cards that may or may not be identical.

39. The method of Claim 22, which includes enabling the player to select a quantity of hands to play against the dealer's hand.

20 40. The method of Claim 22, which includes enabling the player to select a wager to be placed on at least one of the player's hands.

41. The method of Claim 40, which includes causing each of the player's hands to have an identical wager.

25 42. The method of Claim 22, which includes providing a plurality of hands for the dealer.



43. A gaming device comprising:  
a card game based on Blackjack wherein a player plays a plurality of  
hands against at least one hand of a dealer;  
a display device operable to display the card game to the player;  
5 an input device;  
a computing device operable with the display device and input device  
to:

- (a) deal a plurality of cards to each of the player's hands, each of the  
cards in the player's hands having a value;
- 10 (b) deal a plurality of cards to the dealer's hand, one of the cards  
being dealt face up, each of the cards in the dealer's hand having a value;
- (c) sum the values of the cards for each of the player's hands to  
determine a point value for each of the player's hands;
- (d) enable the player to input a single point value to which the point  
15 value of each of the player's hands must meet or exceed;
- (e) deal one or more additional cards to each of the player's hands  
unless or until the point value for each of the player's hands is equal to or  
greater than the single point value input by the player;
- (f) sum the values of the cards in the dealer's hand to determine a  
20 point value for the dealer's hand;
- (g) deal one or more additional cards to the dealer's hand unless or  
until the point value of the dealer's hand satisfies predefined criteria; and
- (h) determine which of the player's hands are winning hands.

25 44. The gaming device of Claim 43, wherein the predefined criteria  
includes criteria selected from the group consisting of criteria that causes the  
dealer's hand to be dealt additional cards until the point value of the dealer's  
hand is equal to or greater than seventeen, criteria that causes the dealer's  
hand to be dealt additional cards until the point value of the dealer's hand is  
30 equal to or greater than sixteen, and criteria that causes the dealer's hand to  
be dealt an additional card if the point value of the dealer's hand is a "soft"  
sixteen or less.

45. The gaming device of Claim 43, wherein the computing device includes a computer instruction executable to enable the player to input a decision according to at least one Blackjack rule, the decision selected from the group consisting of a decision to double down, a decision to split a pair, a  
5 decision to take insurance and a decision to surrender.

46. The gaming device of Claim 45, wherein the computing device includes a computer instruction executable to automatically apply the decision to each of the player's hands.  
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47. The gaming device of Claim 43, wherein the display device includes at least one image displaying, for each of the player's hands, the point value of said player's hand.

48. A method for operating a gaming device having a card game based on Blackjack wherein a player plays a plurality of hands against at least one hand of a dealer, the method comprising:

- 5 (a) providing a plurality of cards that have values;
- (b) dealing a plurality of the cards to each of the player's hands;
- (c) dealing a plurality of the cards to the dealer's hand so that one of the cards is dealt face up;
- 10 (d) summing the values of the cards for each of the player's hands to determine a point value for each of the player's hands;
- (e) enabling the player to input a single point value to which the point value of each of the player's hands must meet or exceed;
- 15 (f) dealing one or more additional cards to each of the player's hands unless or until the point value for each of the player's hands is equal to or greater than the single point value input by the player;
- (g) summing the values of the cards in the dealer's hand to determine a point value for the dealer's hand;
- (h) dealing one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria;
- 20 and
- (i) determining which of the player's hands are winning hands.

49. The method of Claim 48, wherein dealing one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria includes dealing one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria selected from the group consisting of criteria that causes the dealer's hand to be dealt additional cards until the point value of the dealer's hand is equal to or greater than seventeen, criteria that causes the dealer's hand to be dealt additional cards until the point value of the dealer's hand is equal to or greater than sixteen, and criteria that causes the dealer's hand to be dealt an additional card if the point value of the dealer's hand is a "soft" sixteen or less.

50. The method of Claim 48, which includes enabling the player to input a decision according to at least one Blackjack rule, the decision selected from the group consisting of a decision to double down, a decision to split a pair, a decision to take insurance and a decision to surrender.

51. The method of Claim 50, which includes the step automatically applying the decision to each of the player's hands.

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52. The method of Claim 48 which includes displaying, for each of the player's hands, the point value of said player's hand.

53. A gaming device comprising:
- a card game based on Blackjack wherein a player plays a plurality of hands against at least one hand of a dealer;
  - a display device operable to display the card game to the player;
  - 5 an input device;
  - a computing device operable with the display device and input device to:
- (a) deal a plurality of cards to each of the player's hands, each of the cards in the player's hands having a value;
  - 10 (b) deal a plurality of cards to the dealer's hand, one of the cards being dealt face up, each of the cards in the dealer's hand having a value;
  - (c) sum the values of the cards for each of the player's hands to determine a point value for each of the player's hands;
  - (d) enable the player to input a single point value to which the point
  - 15 value of each of the player's hands must exceed;
  - (e) deal one or more additional cards to each of the player's hands unless or until the point value for each of the player's hands is greater than the single point value input by the player;
  - (f) sum the values of the cards in the dealer's hand to determine a
  - 20 point value for the dealer's hand;
  - (g) deal one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria; and
  - (h) determine which of the player's hands are winning hands.

- 25 54. The gaming device of Claim 53, wherein the predefined criteria includes criteria selected from the group consisting of criteria that causes the dealer's hand to be dealt additional cards until the point value of the dealer's hand is equal to or greater than seventeen, criteria that causes the dealer's hand to be dealt additional cards until the point value of the dealer's hand is
- 30 equal to or greater than sixteen, and criteria that causes the dealer's hand to be dealt an additional card if the point value of the dealer's hand is a "soft" sixteen or less.

55. The gaming device of Claim 53, wherein the computing device includes a computer instruction executable to enable the player to input a decision according to at least one Blackjack rule, the decision selected from the group consisting of a decision to double down, a decision to split a pair, a  
5 decision to take insurance and a decision to surrender.

56. The gaming device of Claim 55, wherein the computing device includes a computer instruction executable to automatically apply the decision to each of the player's hands.  
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57. The gaming device of Claim 53, wherein the display device includes at least one image displaying, for each of the player's hands, the point value of said player's hand.

58. A method for operating a gaming device having a card game based on Blackjack wherein a player plays a plurality of hands against at least one hand of a dealer, the method comprising:

- (a) providing a plurality of cards that have values;
- 5 (b) dealing a plurality of the cards to each of the player's hands;
- (c) dealing a plurality of the cards to the dealer's hand so that one of the cards is dealt face up;
- (d) summing the values of the cards for each of the player's
- 10 hands to determine a point value for each of the player's hands;
- (e) enabling the player to input a single point value to which the point value of each of the player's hands must exceed;
- (f) dealing one or more additional cards to each of the player's hands unless or until the point value for each of the player's hands is
- 15 greater than the single point value input by the player;
- (g) summing the values of the cards in the dealer's hand to determine a point value for the dealer's hand;
- (h) dealing one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria;
- 20 and
- (i) determining which of the player's hands are winning hands.

59. The method of Claim 58, wherein dealing one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria includes dealing one or more additional cards to the dealer's hand unless or until the point value of the dealer's hand satisfies predefined criteria selected from the group consisting of criteria that causes the dealer's hand to be dealt additional cards until the point value of the dealer's hand is equal to or greater than seventeen, criteria that causes the dealer's hand to be dealt additional cards until the point value of the dealer's hand is equal to or greater than sixteen, and criteria that causes the dealer's hand to be dealt an additional card if the point value of the dealer's hand is a "soft" sixteen or less.

60. The method of Claim 58, which includes enabling the player to input a decision according to at least one Blackjack rule, the decision selected from the group consisting of a decision to double down, a decision to split a pair, a decision to take insurance and a decision to surrender.

61. The method of Claim 60, which includes the step automatically applying the decision to each of the player's hands.

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62. The method of Claim 58, which includes displaying, for each of the player's hands, the point value for said player's hand.